WARGLE

Atari

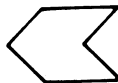### THE ACTION NEVER STOPS IN WARGLE CITY

Sit down at your computer and prepare yourself. You are about to enter the treacherous mazes of Wargle City. And you'll need every bit of skill and dexterity to escape from these deadly labyrinths!

OBJECT

Nine devious little WARGLES   pursue your player

You have five players for each game. A box at the bottom of the screen keeps track of your remaining players. If (or when!) the WARGLES gobble your last player, the game ends. Practice will help, but as you advance through the six levels of skill, the WARGLES get faster and sneakier.

Each time a beam from your player hits a WARGLE, it disappears and you score 10 points. Each time you score 1,000 points you gain an additional player. A scoreboard at the bottom of the screen records your score. If you succeed in knocking off all nine WARGLES, the same game reforms as a new maze.

When you have neutralized seven of the nine WARGLES, the remaining two become faster and more cunning. In addition to the WARGLES, smaller square SUPER WARGLES roam the maze seeking out your player. One hit from your beam makes them into ordinary WARGLES. Two hits are needed to destroy them. SUPER WARGLES are contagious, so the longer you take to neutralize them, the more ordinary WARGLES will become SUPER WARGLES!

WARGLE may be played with either a joystick or the keyboard. You may aim your beam either forward or backward. You may not fire, however, until your player has moved from the beginning game position at the lower right corner of the screen. (Players may fire backwards when they are stopped in corners on levels 1-3 only.) Remember, only one beam may be showing at a time, so aim carefully!

HARDWARE REQUIREMENTS

To play WARGLE, you will need an Atari 400 or 800 with a TV or monitor and 16K of memory. A joystick is optional.

For the tape version, you will need an Atari 410 Program Recorder.

For the disk version, you will need an Atari 810 Disk Drive.

LOADING INSTRUCTIONS

Tape Version

1. Remove all cartridges from the Atari.
2. Turn ON the TV or monitor and plug in tape recorder.
3. Insert the WARGLE tape and rewind it.
4. Turn ON the Atari while holding down the START key.
5. When the Atari emits a clicking sound, release the START key and press PLAY on the recorder.
6. Press any key **except** BREAK or RESET on the Atari.
7. Upon completion of a successful load, the game will begin automatically.

Disk Version

1. Remove all cartridges from the Atari.
2. Insert the WARGLE disk into the disk drive, label side up.
3. Turn ON the Atari and the TV or monitor.
4. Upon completion of a successful load, the game will begin automatically.

PLAYING WARGLE

When you boot WARGLE on your system, the game menu screen will display:

```
* — PLAY (KEYBOARD)
* — ENABLE/DISABLE JOYSTICK
* — CHOOSE LEVEL
* — CHANGE KEYS
    SCORE = 00000
```

To choose an option, use either the SELECT or OPTION key to position the cursor at the correct option. Press the START key to finalize your choice.

LEVELS OF PLAY

WARGLE boots at Level 3 (Intermediate) as indicated on the level menu screen. WARGLE has six levels of play:

```
1 . . . . NOVICE
2 . . . . BEGINNER
3 . . . . INTERMEDIATE
4 . . . . OFFICIAL WARGLE!
5 . . . . ADVANCED WARGLE!
6 . . . . TOURNAMENT WARGLE!
# . . . . EXIT AT CURRENT LEVEL
```

To choose a level, use the SELECT or OPTION key to move the cursor. Press the START key to finalize your choice. Then use either the SELECT or OPTION key to move the cursor down to " # — EXIT AT CURRENT LEVEL". Press the START key to return to the game menu screen.

KEYBOARD PLAY

If you choose to play WARGLE with the keyboard, choose the "CHANGE KEYS" option on the game menu screen to display the current key assignments:

MOVE UP	FIRE FORWARD
MOVE LEFT	FIRE BACKWARD
MOVE DOWN	FREEZE ACTION
MOVE RIGHT	RESUME ACTION

To change a key, use the START or OPTION key to position the cursor at that key. Enter the new key assignment and the key will be changed. When all changes have been made or if you decide not to change any keys, press the START key to return to the game menu screen.

JOYSTICK PLAY

If you choose to play WARGLE with a joystick, choose the "ENABLE/DISABLE JOYSTICK" option on the game menu screen. Notice that the "PLAY (KEYBOARD)" option now becomes "PLAY (JOYSTICK)". Move the cursor to the "PLAY (JOYSTICK)" option and press the START key.

Move the joystick up to move forward, down to move backward, etc. To fire your beam forward, press the joystick button. To fire backward, press any key on the keyboard. Try playing WARGLE with a partner letting your partner control the backward beam while you control it going forward!

BEGINNING THE GAME

Choose the "PLAY (KEYBOARD)" or "PLAY (JOYSTICK)" option by using the SELECT or OPTION key to move the cursor. Press the START key and the WARGLE action will begin.

HINTS FOR WARGLE STRATEGY

Not all WARGLES are the same. Some head straight for your player. Others ignore it, waiting for you. But take care! The WARGLES' characteristics can change in midgame.

Firing backwards with the keyboard can be confusing at first. This is especially true since you cannot have more than one beam visible at a time. At first try using only the forward-firing beam, keeping your backward-firing beam for defense.

Evasion can be as important as using your beams, especially on some of the more complex mazes or at high skill levels. Try several games without using it at all to develop important maneuvering skills which in turn make your beams more effective.

HAYDEN SOFTWARE

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